

GAME BOY ADVANCE

AGB-B6PE-USA

MS. PAC-MAN

MAZE MADNESS™

2 GREAT GAMES!

PAC-MAN  
WORLD™

INSTRUCTION BOOKLET

namco®



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions  
Altered vision

Eye or muscle twitching  
Involuntary movements

Loss of awareness  
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

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LICENSED BY



**namco®**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.**

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# Ms. Pac-Man Maze Madness™

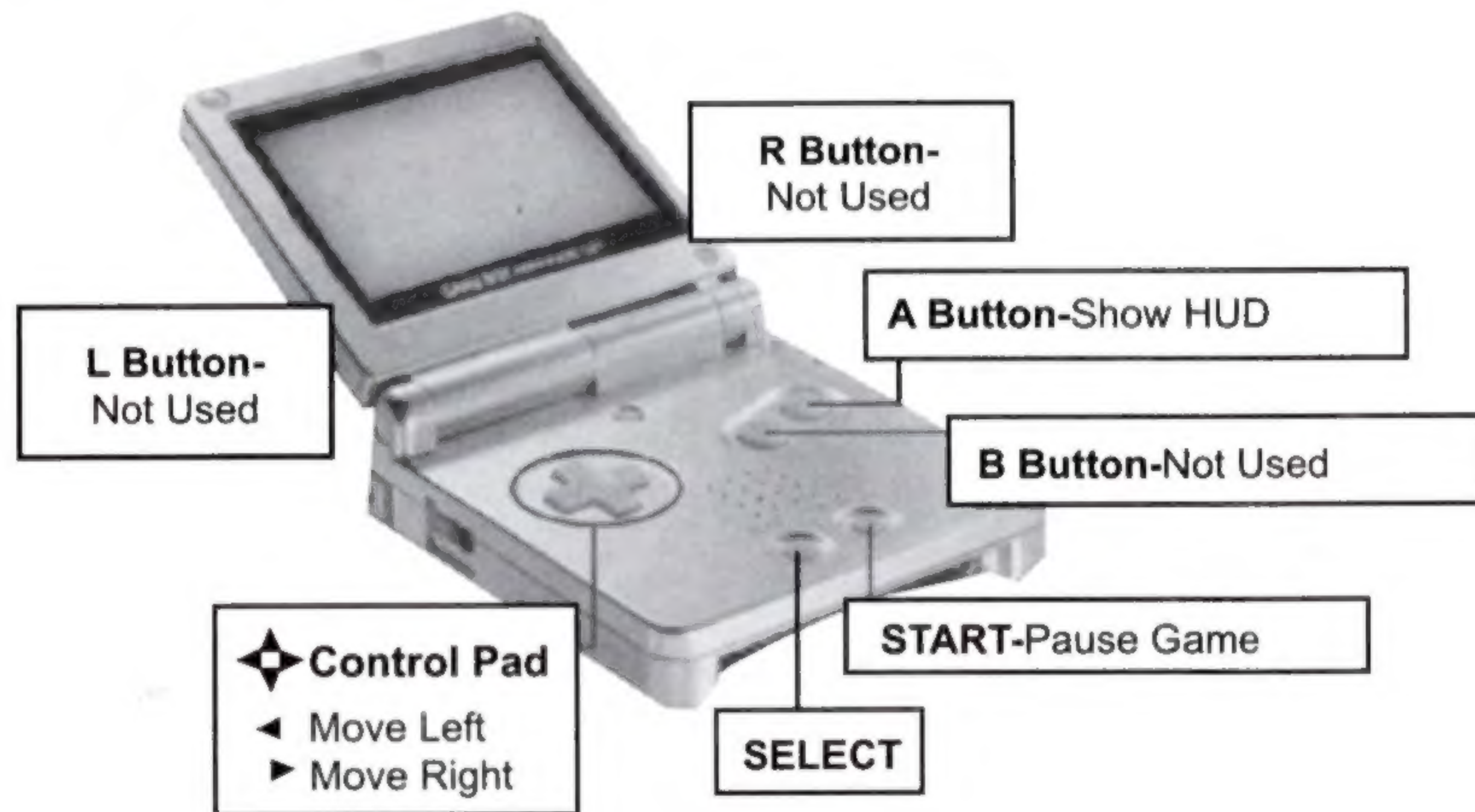
## *Getting Started*

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the Ms. Pac-Man Maze Madness™ Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. Press **START** to enter the Main Menu.

**NOTE:** The Ms. Pac-Man Maze Madness™ Game Pak is for Game Boy® Advance only. For multiplayer games, link two to four Game Boy® Advance systems (each with a Ms. Pac-Man Maze Madness™ Game Pak) via a Game Boy® Advance Game Link® Cable. See "Multiplayer" on page 8 for details.



# Game Controls



## MENU NAVIGATION

To move through menus, press Left and Right on the **Control Pad**. To confirm a selection, press the **A Button**. To cancel a selection or return to the previous menu, press the **B Button**.



# MAIN MENU



## NEW GAME

In Pac-Land, many lands are powered and sustained by the magical Gems of Virtue. The wonders of the last four uncharted lands are legendary, but each area has been forever separated from the rest of Pac-Land by mysterious force fields. Professor Pac has learned that dark forces are plotting to steal the gems using powerful black magic. They have kidnapped the Princess and turned her Enchanted Palace into the foul Castle of Haunted Halloween. The Princess has not been heard from since...

When Ms. Pac-Man arrives to visit Professor Pac, she discovers him hard at work on his latest invention, the Pactrometer. The Pactrometer allows travel between the four regions of Pac-



Land. With the force-fields in place, this is an extremely useful tool. Unfortunately, the dark forces from Haunted Halloween seem to think so too. Using Professor Pac's own mirror, they attempt to capture the professor to obtain the Pactrometer. However, Professor Pac is far too smart for that. Just before becoming completely engulfed by the black magic, the professor manages to toss the Pactrometer to Ms. Pac-Man. The future of Pac-Land is in your hands now. Only you can gather the four gems of virtue to save Pac-Land!

During the journey, you need to collect the four Gems Of Virtue. Each region holds one gem. You also collect Gold Stars from each stage. The Gold Stars are the keys to achieving 100 percent in the game, so make sure to collect as many as you can.

You can earn a Gold Star by:

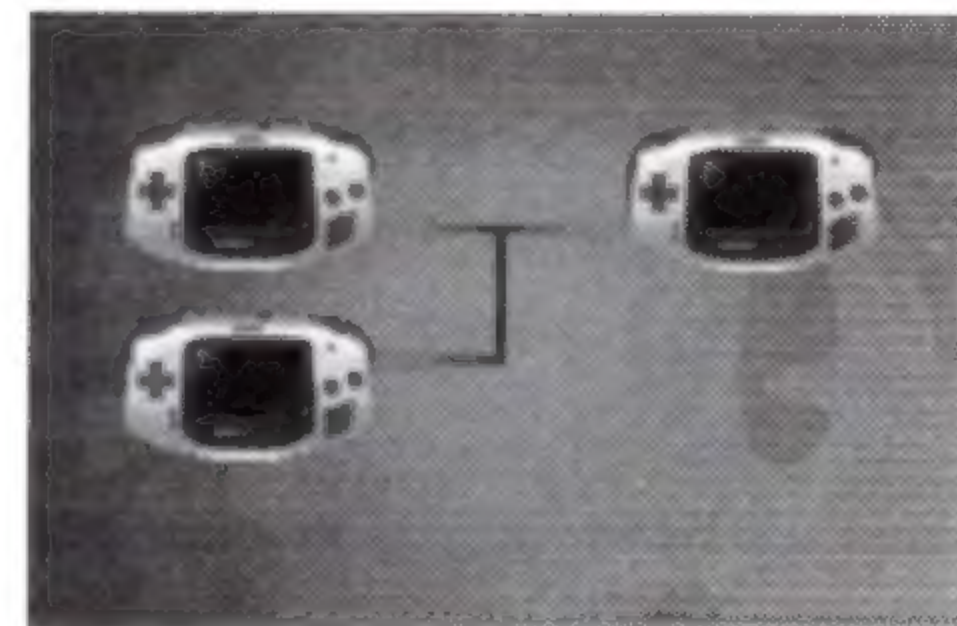
- Completing a stage and beating the Par Time.
- Finding the seven Fruit in a stage.
- Obtaining every available Pac-Dot on a stage.
- Completing a stage and beating the Par Score.

To start, select which stage you want to play from the list of unlocked stages. Press Left and Right on the **Control Pad** to select a stage to play. Once you've chosen a stage, press the **A Button** to start the game.



## MULTIPLAYER

Switch OFF the Game Boy® Advance systems before connecting the Game Boy® Advance Game Link® Cable. Connect the Game Boy® Advance Game Link® Cable to each of the systems. Insert a Ms. Pac-Man Maze Madness™ Game Pak into each of the systems. Switch both systems ON.



Multiplayer mode allows you to play several different types of games with friends. Each player (two to four) must have a Ms. Pac-Man Maze Madness™ Game Pak, a Nintendo Game Boy® Advance, and must be connected via a Game Boy® Advance Game Link® Cable (sold separately).

## GAME MODES

There are 3 multiplayer games in Ms. Pac-Man Maze Madness™:



**DOT MANIA**- Eat 80 dots to win and get killer power-ups.



**GHOST TAG**- Catch Ms. Pac-Man then eat 50 dots to win.





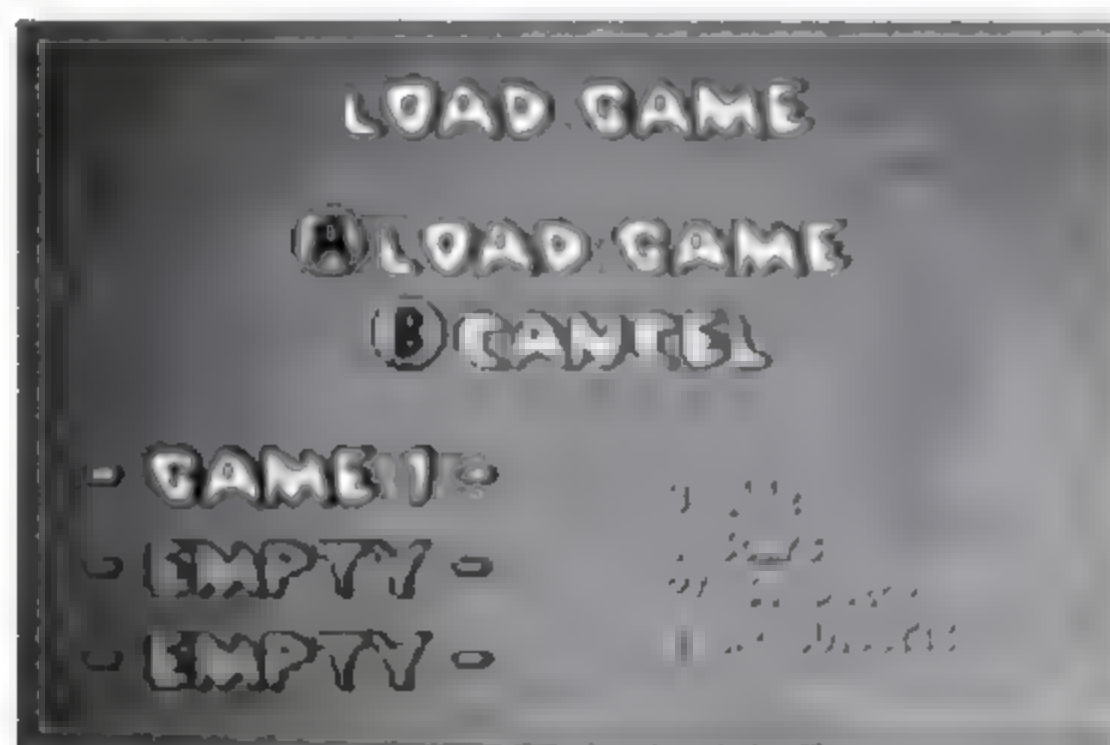
**DA BOMB-** Do not be the one left holding the bomb.

Within all Multiplayer modes of play, you can select the number of rounds to play (1 to 99).



## ***LOAD GAME***

You can select to load a previously saved game from one of the three slots.



PLEASE BE AWARE: Saving overwrites any previously saved game.

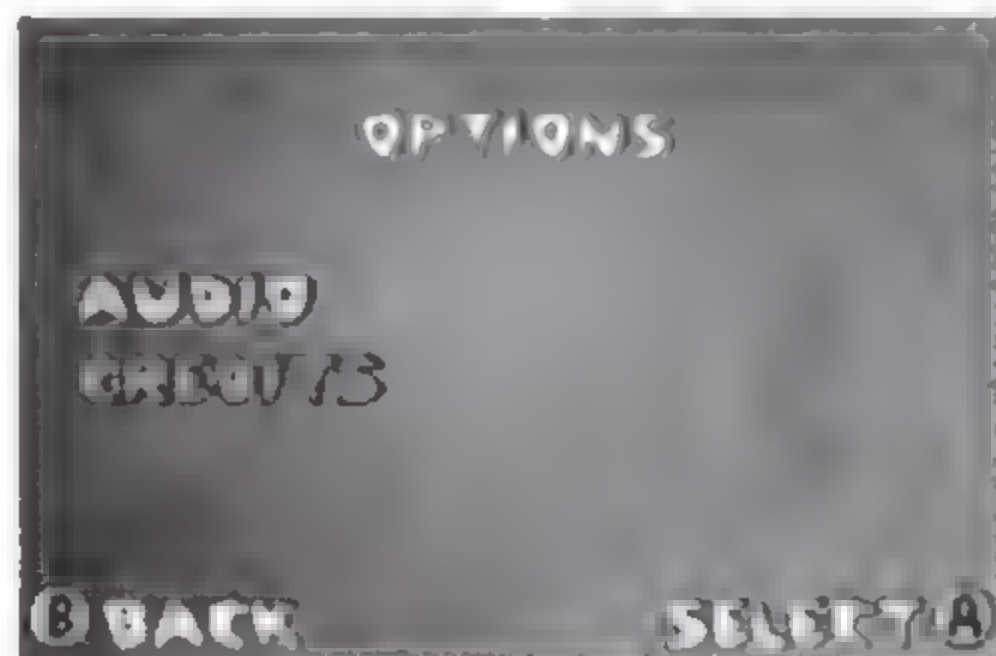


## GAME OPTIONS

Here you can change and save various options which affect the game:

**AUDIO** Adjust the sound effects (sfx) and music volume.

**CREDITS** View the credits list for Ms. Pac-Man Maze Madness™.



## PLAYING THE GAME

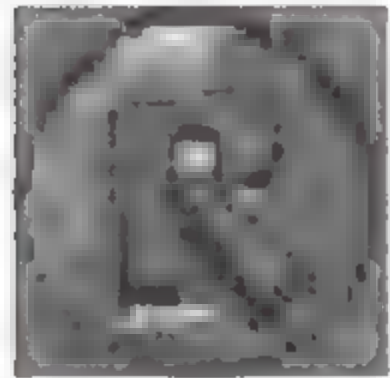
### CONTROLLING MS. PAC-MAN

Ms. Pac-Man Maze Madness™ is rather unique in term of character control because you use only the **Control Pad** to move Ms. Pac-Man. The **A Button** is used to show the Heads-Up Display.



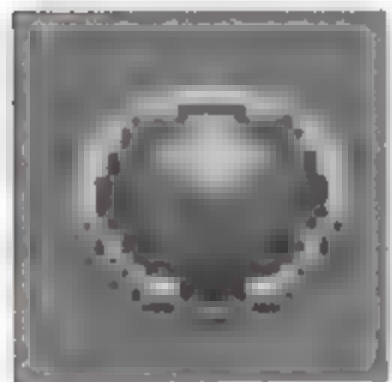
## ***INTERACTIVE OBJECTS***

Ms. Pac-Man will have to use a lot of objects in her quest to find the four Gems Of Virtue. She will need to master these objects to solve the puzzles:



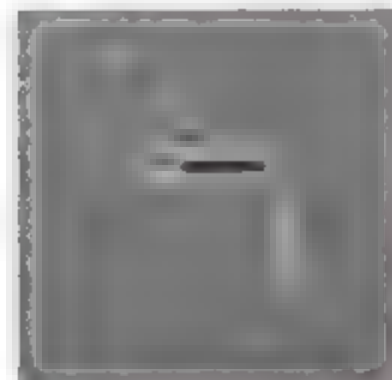
### **Reset trigger**

Reset trigger allows players to restart a puzzle if they are confused or stuck trying to find an escape.



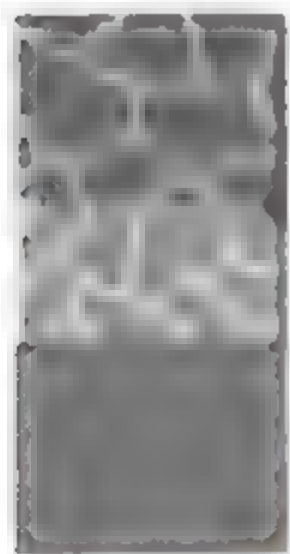
### **Button**

The buttons are located on the floor, so you can activate them by passing through them. They are used to open doors or rev wheels. In some puzzles, you will need to walk on multiple buttons in order to trigger and open the door.



### **Switch**

The Switchs are the on/off lever. They are used to open doors or trigger mechanisms.



### **Destructible Boxes**

Destructible boxes can block a passage. To get around these, you will need a TNT box or a Nitro box to destroy them. They do not regenerate with the use of the Reset trigger.





## **Doors**

The doors block the passage. You will need to trigger a mechanism to open it.



## **Ice blocks**

The Ice blocks are the same as the movable block. However, they will slide when pushed. They only move in a straight line; only stopping when they hit a hazzard. If you push an Ice block into lava, it will freeze the lava allowing you to move over it.



## **Locked door**

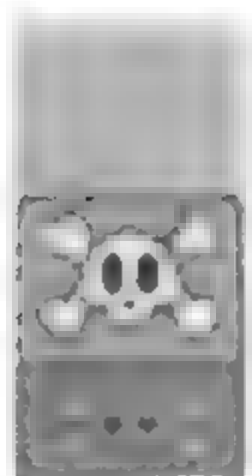
You need the correct color Key to open these doors.



## **Movable block**

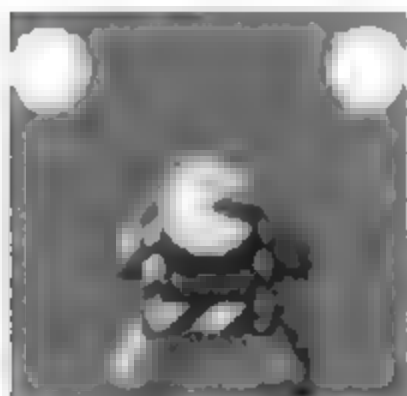
They have directions indicated on top of them. You can push them in any direction. They are used to reach inaccessible areas.





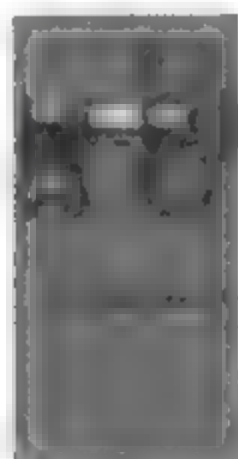
### **Nitro box**

You lose a life and restart to the latest Checkpoint if one touches Ms. Pac-Man. You need a TNT box to make them explode safely.



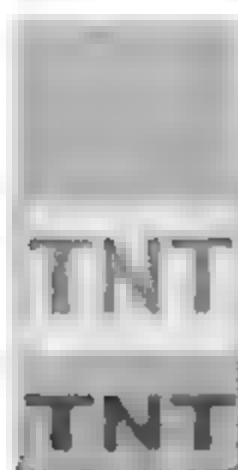
### **Pac-Dot doors**

You will need to have the correct amount of Pac-Dots to be able to open these doors. The amount needed is shown on top of the door.



### **Keys**

The Keys allow you to open Locked door.



### **TNT box**

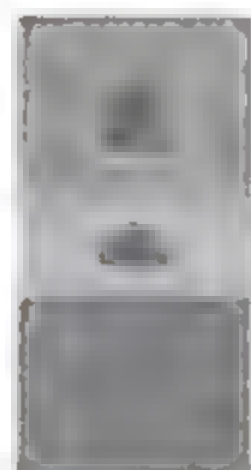
The TNT box will explode after a certain amount of time as soon as you touch them. You can push them in any direction. They can destroy Destructible blocks.





## Checkpoints

Checkpoints are scattered throughout the stages. If you run out of health and lose a life, you will return to the previous Checkpoint.

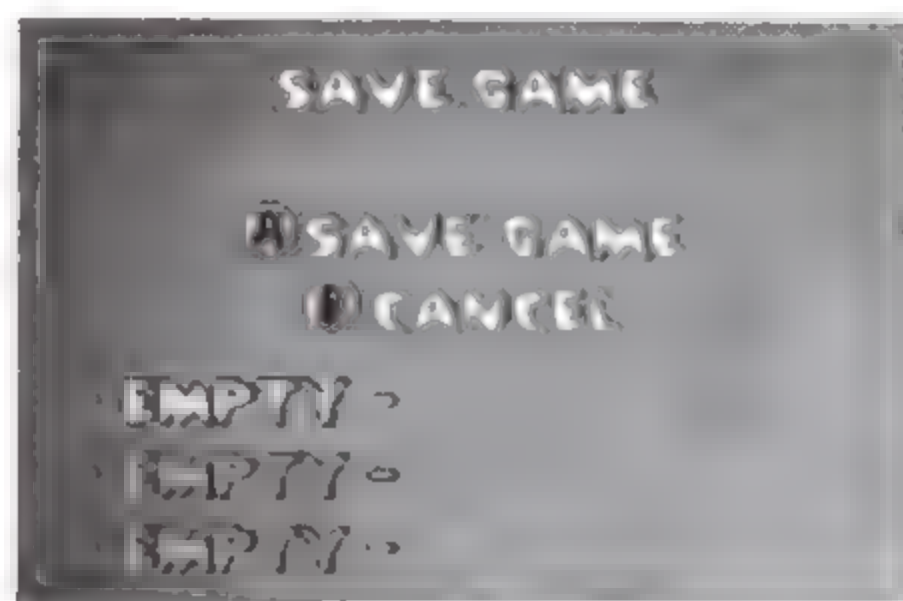


## Witch doors

The Witch doors are special doors that can only be opened with a Witch Key. To get a Witch Key, you must defeat Mesmeralda. Some secrets are hidden behind the Witch door!

# ***SAVING and LOADING***

After completing a stage, you will be asked if you want to save the game.

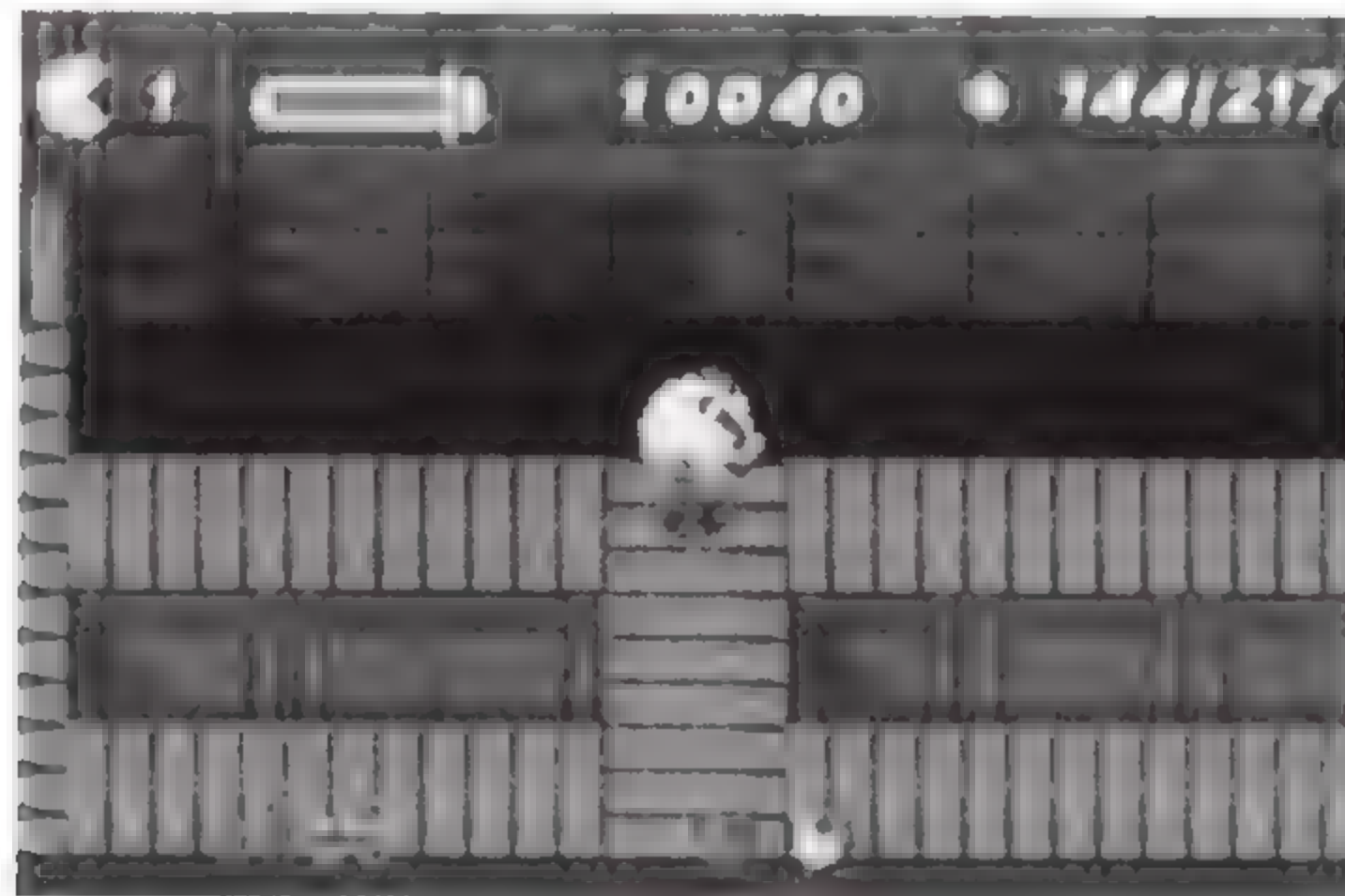


PLEASE BE AWARE: Saving overwrites any previously saved game.



# HEADS UP DISPLAY (HUD)

- SCORE** This indicates your current score. Beat the Par Score to get a Gold Star.
- FRUIT** This indicates the Fruit you have collected in the current level. Collect all the Fruit in a level to get a Gold Star.
- LIVES** This indicates the remaining lives of Ms. Pac-Man.
- HEALTH** This indicates the amount of health of Ms. Pac-Man. If it reaches zero, Ms. Pac-Man will lose a life.
- PAC-DOT** This tells you how many Pac-Dots you have collected in the stage. Collect all the Pac-Dots to get a Gold Star.
- KEYS** This indicates the number of Keys collected in the level.





# Pac-Man World™

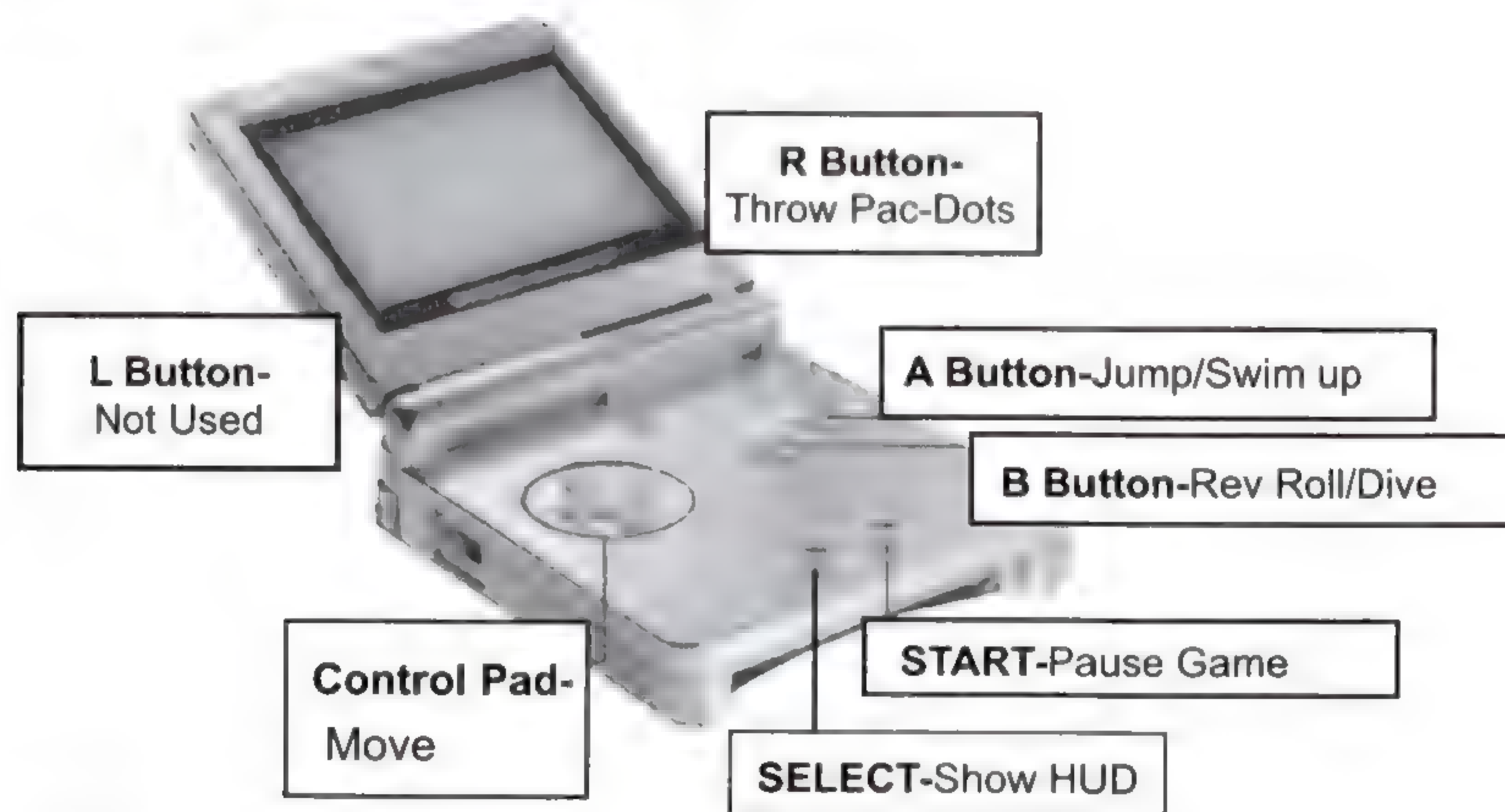
## *GETTING STARTED*

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the Pac-Man World™ Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. Press START to enter the Main Menu.

**NOTE:** The Pac-Man World™ Game Pak is for Game Boy® Advance only.



# GAME CONTROLS



## MENU NAVIGATION

To move through menus, press Left and Right on the **Control Pad**. To confirm a selection, press the **A Button**. To cancel a selection or return to the previous menu press the **B Button**.



## MAIN MENU



### PLAY NEW GAME

As the time for Pac-Man's big 20th Anniversary bash approaches, Toc-Man decides to wreak havoc on Pac-Land's most popular resident. Pac-Man arrives home to find his party ruined and his friends missing. Chomp-Chomp the dog, Baby Pac, Pooka, Professor Pac, Pac Junior, and even Ms. Pac-Man have disappeared. As the situation begins to look more and more dim for Pac-Man, he discovers that Toc-Man has captured his friends and is holding them hostage at Ghost Island.

Toc-Man had planned a party of his own ...

Toc-Man's minions, in the middle of his celebration to commemorate the kidnapping of Pac-Man, warn him of the real Pac-Man's arrival...



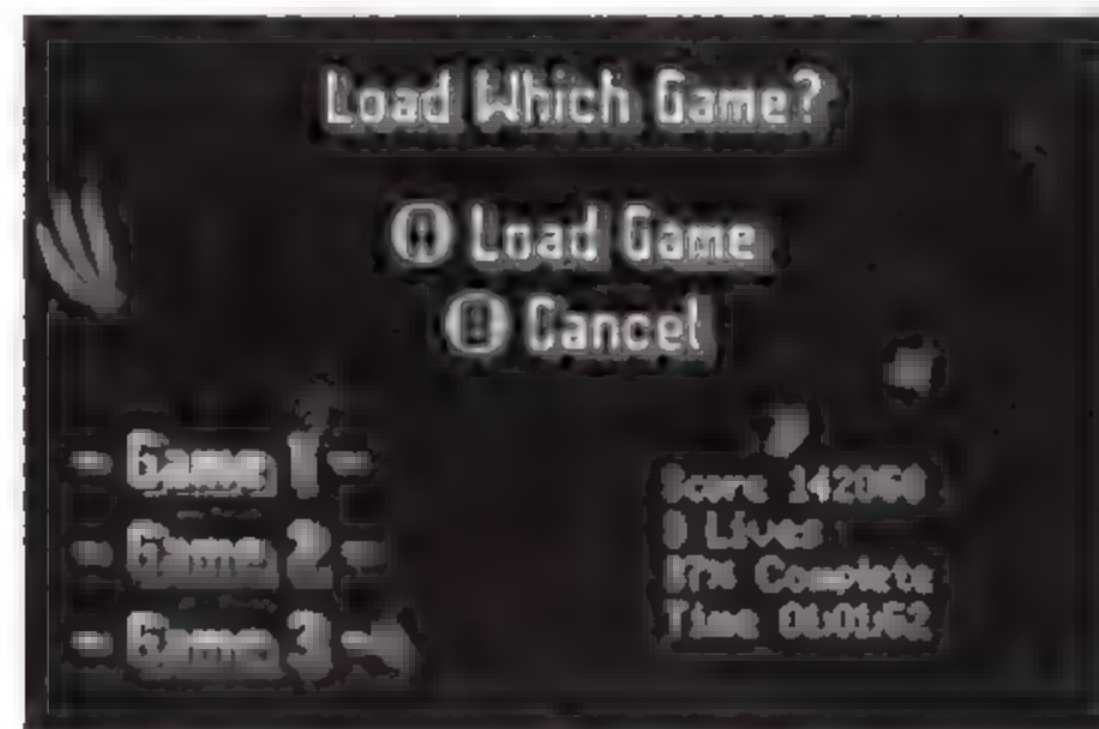
The alarm rings...Toc-Man cannot allow Pac-Man to crash his party !  
Good luck Pac-Man !

The quest takes place entirely on Ghost Island,Toc-Man's headquarters. Your goal is to complete each level of Pac-Man World™, finding hidden Fruit and Pac-Letters along the way, facing enemies and Toc-Man himself to achieve a killer score!

To start, select which levels you want to play from the list of unlocked levels. Press the **Control Pad** to select a level to play. Once you have chosen one, press the **A Button**.

## LOAD GAME

You can load a previously saved game from one of the three slots.



*PLEASE BE AWARE: Saving overwrites any previously saved game.*



## GAME OPTIONS

Here you can change and save various options that affect the game:

**AUDIO** Adjust the sound effect and music volumes.

**CREDITS** View the credits list for Pac-Man World™



## PLAYING THE GAME

### CONTROLLING PAC-MAN

Press the **Control Pad** in the direction you want to move.



## **JUMPING**

Press the **A Button** to jump. This allow you to reach objects or areas above Pac-Man. While jumping seems easy enough, it occasionally requires a bit of strategy.

## **BUTT-BOUNCE**

Press the **A Button** while in the air. This will allow Pac-Man to attack enemies or reach areas too high for normal jumps.

## **REV ROLL**

Press and hold the **B Button** to execute a Rev Roll. When you release the button, Pac-Man will take off in a high-speed roll. This will allow Pac-Man to attack enemies or help Pac-Man to proceed up a steep hill.

## **SWIMMING**

When inside the water, press the **A Button** and the **B Button** to swim up and down, respectively.

## **DOLPHIN JUMP**

Press and hold the **A Button** while in water to execute a Dolphin Jump. Pac-Man will gracefully leap out of the water, allowing him to reach hovering Fruit above the water.

## **PAC-DOT ATTACKS**

Press the **R Button** to execute a Pac-Dot throw. This will allow Pac-Man to project a Pac-Dot in front of him. This will reduce your Pac-Dot total by one, so you can't use



this attack if you don't have any Pac-Dots. If you press and hold the **R Button** while possessing 10 or more Pac-Dots, Pac-Man will execute a Super Pac-Dot attack, creating a small explosion affecting all the nearby enemies.

## ***OBJECTS AND POWER-UPS***

Pac-Man will find many hidden power-ups and special objects to aid him in his quest.

### **P-A-C-M-A-N LETTERS**

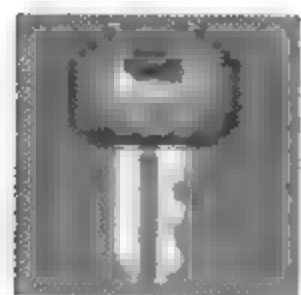
Each level contains a complete set of letters, which spell out the name PACMAN. Collecting them all will contribute to 100 percent completion of the game.



### **KEYS AND CAGES**

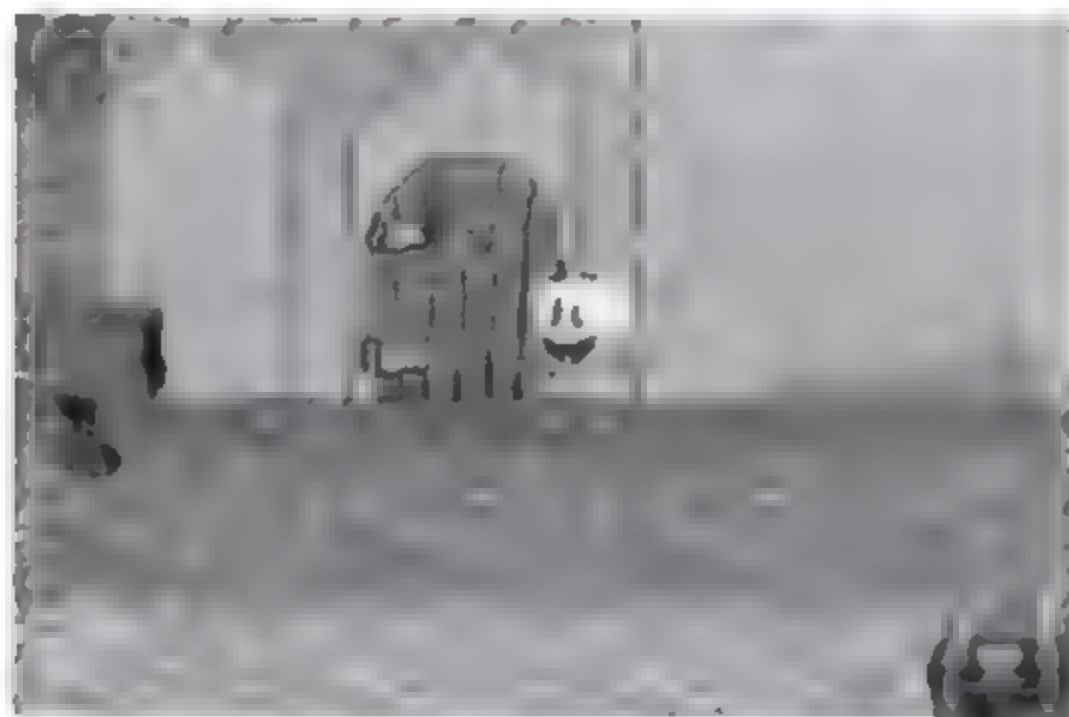
Pac-Man will attempt to rescue his friends from locked cages. You will find a captive in each game world. However, you will need a Key to open the cage. Releasing all of Pac-Man's friends is essential to complete the game 100 percent.





## **FRUITS DOORS**

You will encounter Fruits Doors in almost every level. Take note of the Fruit on the door, you will need to find a matching Fruit in order to open the door.



## **CHROME POWER-UP**

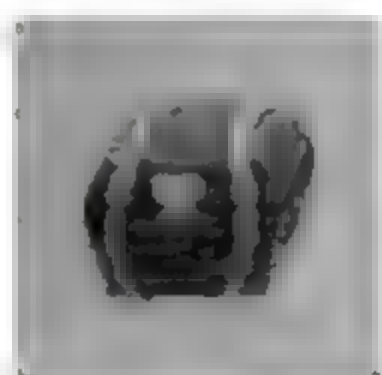
The Chrome Power-Up makes Pac-Man invulnerable for a short period. It will also make him heavy enough to walk underwater, allowing him to open treasure chests underwater with a Butt-Bounce.





## TREASURE CHESTS AND BARRELS

Treasure Chests and Barrels contains items. Try to find them all to get all the hidden Fruit and Pac-Letters!



## SAVING AND LOADING

After completing a stage, you will be asked if you want to save the game.



*PLEASE BE AWARE: Saving overwrites any previously saved game.*



# HEADS UP DISPLAY -HUD-



- SCORE** This indicates your current score.
- FRUIT** This indicates the Fruit you have collected in the current level.
- LIVES** This indicates Pac-Man's remaining lives.
- HEALTH** This indicates Pac-Man's current health. If you lose all of your wedges, Pac-Man will lose a life.
- PAC-DOT** This tells you how many Pac-Dots you are currently holding.
- KEYS** This indicates the Keys Pac-Man is carrying.



## IN-GAME HELP

Throughout Buccaneer Beach, you will be offered help on how to play the game. You will find hint signs explaining how to control Pac-Man, and how to use Pac-Man's special abilities. Make sure to read all of them, so that you are ready to make your way to Toc-Man!



# **Ms. Pac-Man Maze Madness™**

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Crispian Daniels

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### **CEO/Business Development**

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#### **VP of Development**

Paul Tresise

### **Namco**

#### **Producer**

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Brian Schorr

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#### **Assistant Producer**

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#### **Destination Software Inc**

#### **VP Of Development**

Paul Tresise

#### **Full Fat**

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#### **Technology**

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#### **Graphics**

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Jamie Bamborough

Will Morrison

Andrew Nixon

Niall Russell

Martin Reeve

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James Barnard

#### **Gba Design**

Peter Ranson

#### **Business Development**

Paul Adams

#### **ECI Testing**

#### **Md**

R Young

#### **Head Of Testing**

#### **Development**

Ian Latut

#### **Sales And Marketing**

Russ Patiele

#### **Testers**

Stuart Appleton

Kevin Russell

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